

# Lena Dias

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**PORTFOLIO:** ([lenadias.com](http://lenadias.com))

## EDUCATION

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### WORCESTER POLYTECHNIC INSTITUTE

Graduated May 2023

Bachelor of Science

Double Major in Computer Science; Interactive Media and Game Development

**Cumulative GPA:** 3.80/4.0; Dean's List 2019–2023

**CS Coursework:** Human-Computer Interaction, Object-Oriented Analysis & Design, Artificial Intelligence, Databases, Algorithms, Operating Systems

**Gamedev Coursework:** Advanced Storytelling; Quest Logic & Level Design, Technical Game Development

## WORK EXPERIENCE

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### WATERS CORPORATION — SOFTWARE ENGINEERING INTERN

Summer 2022

- Contributed to industry-standard software, working on enhancements and defects in an existing C++ codebase
- Used Agile methodology with Atlassian suite tools (Jira, Confluence, Bitbucket) and daily/weekly stand-up meetings

## SKILLS

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**Languages:** Native in English; Basic Spanish

**Programming Languages:** C; C++; C#; Java; Javascript; HTML; CSS; Python; SQL; Unreal Blueprint

**Game Engines:** Unreal Engine; Unity; Ren'Py

**Version Control:** Git; GitHub; Atlassian (Jira, Confluence, Bitbucket)

**IDEs:** Visual Studio; Visual Studio Code; Eclipse; JetBrains IDEs

**OS:** Windows; Linux / Ubuntu

**Methodologies:** Agile, Scrum, Waterfall

**Soft Skills:** Professional writing (rhetorical, documentation); Rhetorical analysis; Experience design; Production management; Creative design; Playtesting/QA experience; Leadership, Adaptability

## PROJECTS (see them at [lenadias.com](http://lenadias.com)!)

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### NEUROTYPED CAFE — VISUAL NOVEL (PROVOST'S AWARD WINNER)

2022–2023

- Worked around the limits of the Python-based Ren'Py game engine, which was built for a very specific purpose
- Scripted dialogue, character appearances, text effects, sound, and portrait movement throughout the 2+ hour game
- Clarified experience goals and ensured all parts of the game reinforced core themes
- Decided on various UI "juice" effects to improve user experience such as screen shake, sound feedback, tooltips, etc.
- Carefully managed project scope when coordinating responsibilities of a multidisciplinary 5-person team
- Created multiple vertical slices to gather and incorporate playtesting feedback

### SLAPSTICKERS — COMPETITIVE MULTIPLAYER 3D PLATFORMER

2022

- Programmed (in C++, Unreal Blueprint) battery-carrying mechanic, particle effects, menus
- Solidified game's central metaphor to facilitate goofy, chaotic, slapstick gameplay that's still deep!

### PORTFOLIO SITE — HTML & CSS WEBSITE

2021

- Programmed entirety of website (in HTML, CSS), restructuring old code for maintainability and readability
- Included accessibility, search engine optimization, and mobile device compatibility features

### SLIDE SANCTUARY — PUZZLE GAME

2021

- Programmed entirety of game (in Javascript); player movement, lock-and-key system, inventory, audio, and level loading from image files

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| <b>MAPPING ENVIRONMENTAL JUSTICE</b>  | 2021 |
| <ul style="list-style-type: none"> <li>• Collaborated with City of Chelsea officials and advisor to identify communities at environmental risk</li> <li>• Gathered and parsed data from city records and federal organizations to generate and present maps using ArcGIS</li> </ul> |      |

## AWARDS

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|---|-----------|
| <b>WPI IMGD MQP PROVOST'S AWARD</b>   | 2023      |
| <ul style="list-style-type: none"> <li>• Awarded by game development department to the best senior project (for Neurotype Cafe)</li> </ul>  |           |
| <b>WPI IMGD JUNIOR COMMUNITY LEADER AWARD</b>   | 2022      |
| <ul style="list-style-type: none"> <li>• Awarded by the game development department after nomination by fellow students for contributing to the WPI game dev community and being an inspiration to LGBTQ+ students</li> </ul> |           |
| <b>WPI DEAN'S LIST</b>  | 2019–2023 |

## ACTIVITIES

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| <b>INTERNATIONAL GAME DEVELOPERS ASSOCIATION (IGDA)</b> | 2019–2022 |
| <b>DIVERSITY IN GAMES (DiG)</b>                         | 2019–2023 |
| <b>THE ALLIANCE, WPI OSTEM AFFILIATE CHAPTER</b>        | 2019–2023 |

**Hobbies:** Video games (playing and developing), Learning about the design of games, UI/UX, theme parks, storytelling, etc.!